

IMPACT

The objective is to demolish the wall on each screen. There are 80 in all. After every tenth screen a password is displayed - use the passwords to skip screens you have already conquered. Press the left mouse button to start the game, then again to launch the ball (after 2 seconds the ball will launch automatically). Use the mouse to move the bat left and right to hit the ball against the wall. A keyboard option is available on PC versions, use the shift keys to move left and right, the space bar instead of the left mouse button and the Return key instead of the right.

You start the game with five balls: whenever the ball is caught on the bat adjust its position by holding down the right button and moving the mouse. Most bricks can be destroyed with single hit, some need to be hit more than once, whilst others are indestructible. Other screens contain invisible bricks.

ALIENS

Although various alien life forms move about the screen, they are not harmful but can interfere by deflecting the ball. Aliens may drop yellow stun bombs - The bat is paralysed for one second if hit by one. Aliens are destroyed on contact with either the bat or the ball. Each alien destroyed scores 100 points.

TOKENS AND WEAPONS

Certain bricks contain yellow tokens which can be used to purchase weapons.. Any tokens unspent at the end of a screen score 1000 points each (maximum 9000 points). Nine available weapons are represented by icons with a white square indicating the weapon currently available for purchase (depending on how many unspent tokens you have). Press the right button to buy a weapon.

- **Slowdown** - 1 token. Reduces ball speed to 75% of its current speed.
- **Magnet** - 2 tokens. Allows you to catch the ball and hold it (approx 2 seconds).
- **Divide** - 3 tokens. Splits the ball into three.
- **Wide** - 4 tokens. Enlarges the bat.
- **Torch** - 5 tokens. Lights up invisible bricks.
- **Laser** - 6 tokens. Select and fire laser bolts by pressing left button.
- **Smart bomb** - 7 tokens. Removes all aliens by pressing left button.
- **Missile** - 8 tokens. Three missiles can be launched by pressing the left button.
- **Force field** - 9 tokens. Encircles ball allowing it to smash through bricks.

BONUSES

An extra ball is awarded every 50,000 points, score extra bonuses by destroying in order bricks marked with the letters **B-O-N-U-S**

STOPPING THE GAME

To abort the game press **ESC**. Press any key to pause/continue and Exit by entering **quit**. The high score will be saved if the disk is not write-protected.

DESIGNING YOUR OWN SCREENS

There are 48 user-definable screens(81-128); the password for screen 81 is **user**. Other useful words are **calm** or **tune** (turns sound on/off), **play** (sets auto-play) and **stop** (terminates auto-play).

Edit selects the screen designer and **ESC** accesses the help screen (Help key on Atari and Amiga). Use the cursor keys to move around the screen and the space bar to draw a brick in the colour selected with F9 and F10 (Atari + and - on the numeric pad). Black erases or draws invisible bricks.

Bricks score differently depending on colour (5 -75), invisible bricks score zero.

Press **M** to make a brick multi-hit, **I** for indestructibility, **R** to reflect lasers. Create Invisible bricks by pressing **M**, **I** or **R** without first drawing a brick.

Cir/Home (Atari) or F7 (Amiga) moves on to the next screen; Insert (Atari) or F6 (Amiga) goes to the previous screen. (PC version toggles between screens by using F7 and F8).

Built-in screens are inaccessible.

Additional parameters need defining for each screen, press **Return** to select the first and to step through the others. **Up** and **Down** keys change the values (PC version only).

- **Initspd** initial ball speed range 4-16.
- **Accel** acceleration of the ball range 0-8.
- **Maxspd** maximum speed on screen 4-16.
- **Tokens** number of tokens hidden in bricks, up to 99 (35 on PC) but no more than 1 per brick.
- **Speedup** when number of bricks falls to this figure the ball speeds up after hitting anything.
- **Aliens** 8 types in all, only 6 are allowed on any screen.
- **Bombs** the rate at which aliens drop stun-bombs, 0-8.
- **To kill** amount of times a multi-brick must be hit before it is destroyed.
- **Palette** there are two possible colour palettes 0 and 1 (PC only).

Press F1 to save the screens you have designed to the program disk, then reset the machine and reload the game(press F2 to return to game for PC version).

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